# Creating a Curved Barrel Ceiling

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The information in this article applies to:



## **QUESTION**

I would like to create a barrel ceiling on the inside of my structure. How can I accomplish this?

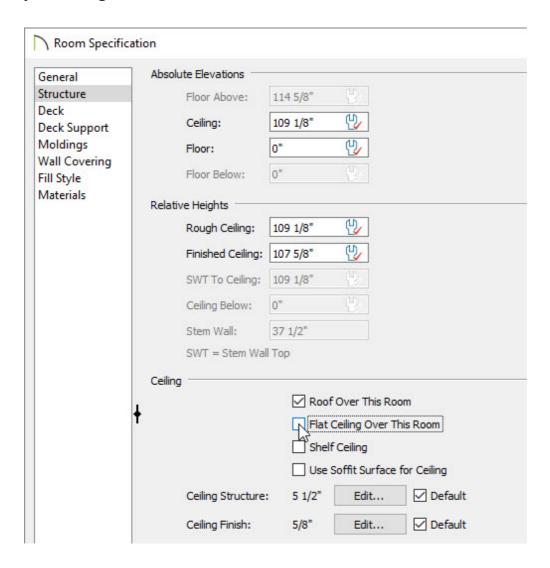


### **ANSWER**

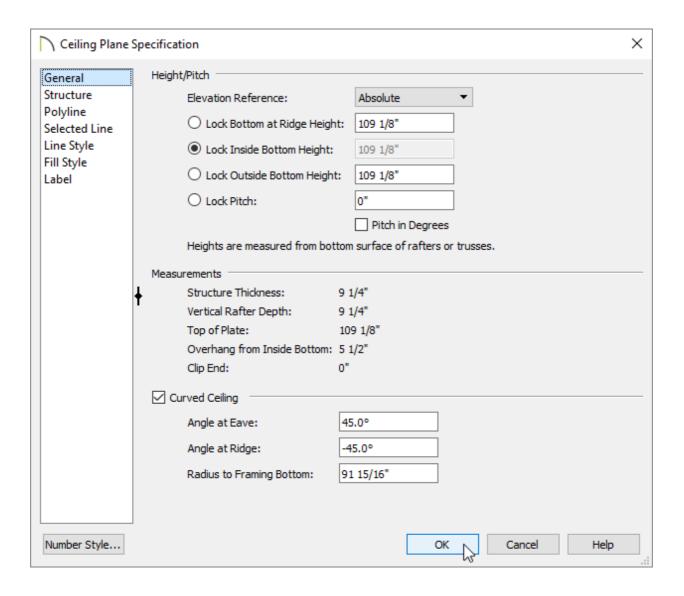
You can easily create a custom curved ceiling for a structure using a manually drawn ceiling plane.

#### To create a curved or barrel ceiling

- 1. **Open** the plan in which you would like to create a barrel ceiling.
- 2. Using the **Select Objects** button, click in an empty space of the room in which you would like to create a barrel ceiling and click the **Open Object** edit button.
- 3. On the STRUCTURE panel of the **Room Specification** dialog that opens, uncheck the box beside the **Ceiling Over This Room**, then click **OK** to close the dialog and apply your change.



- 4. With the default flat ceiling removed from the room, you can now create a curved barrel ceiling. Select **Build> Roof> Ceiling Plane** from the menu.
  - Click and drag along one of the exterior walls on which the straight sides of the barrel ceiling will rest to create a ceiling baseline.
  - Release the mouse button, move your cursor into the middle of the room and click to set the ridge top of the ceiling plane.
  - The ceiling plane will display as a dashed, pink rectangle.
- 5. Using the **Select Objects** tool, click on the ceiling plane near one of its edges to select it and display its edit handles.
- 6. Use the edit handles to resize the plane so that it completely encompasses the area over which you would like the barrel ceiling.
- 7. When the ceiling plane is appropriately sized, select it and click the **Open Object** edit button.
- 8. On the General panel of the Ceiling Plane Specification dialog that opens:



- Place a check in the box beside Curved Ceiling, which will enable the options directly below it.
- Click the radio button to the left of theLock Inside Bottom Height to lock it, then set the Lock Pitch value to 0.
- Press the **Tab** key on your keyboard to apply this new value without closing the dialog box.
- Return to the Curved Ceiling section and assign an **Angle at Eave** (in degrees) value between **0°** and **89°**. **0°** would give you a flat ceiling and **89°** degrees, a full 1/2 barrel. Notice that when you press the **Tab** key on your keyboard, the angle values update so that they are symmetrical.
- If you are not sure what **Angle at Eave** you should use, specify **45°**. This is a good starting point, and you can make adjustments to this value at any time.
- Click the **OK** button to close the dialog and apply the specifications.

9. To see your barrel ceiling in a 3D view, select **3D> Create Perspective View> Full Camera** and click and drag within the room or area that contains the barrel ceiling.

#### **Related Articles**

- <u>d</u> Creating a Curved Barrel Roof (/support/article/KB-00649/creating-a-curved-barrel-roof.html)
- Creating a Soldier Course (/support/article/KB-00797/creating-a-soldier-course.html)
- <u>Indeed to a Flat Roof Plane (/support/article/KB-00684/joining-a-barrel-roof-to-a-flat-roof-plane.html)</u>
- <u>Using Molding Polylines to Create a Custom Column (/support/article/KB-02791/using-molding-polylines-to-create-a-custom-column.html)</u>



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208-292-3400 (tel:+1-208-292-3400)

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